

FIG. 1a

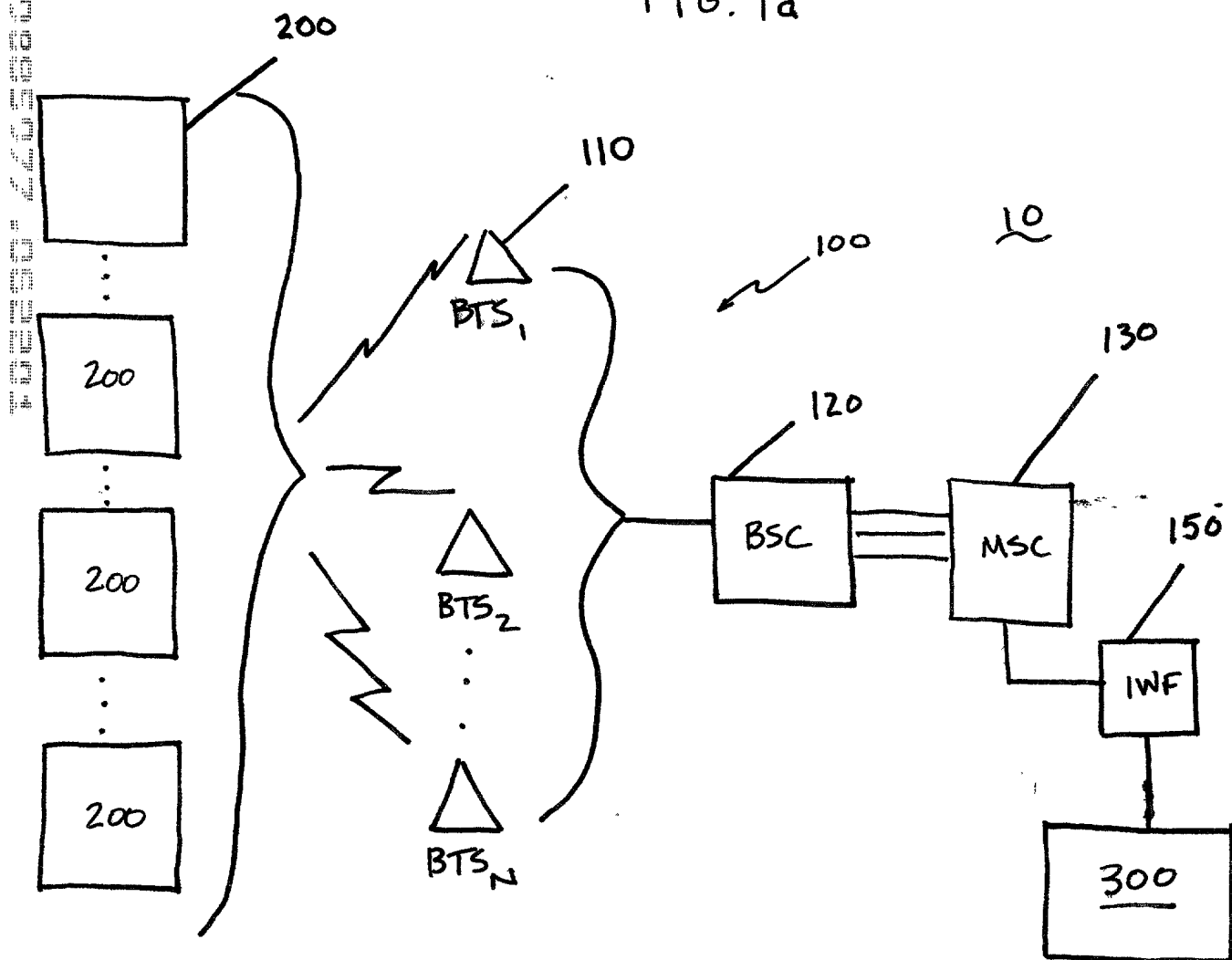


FIG. 1b

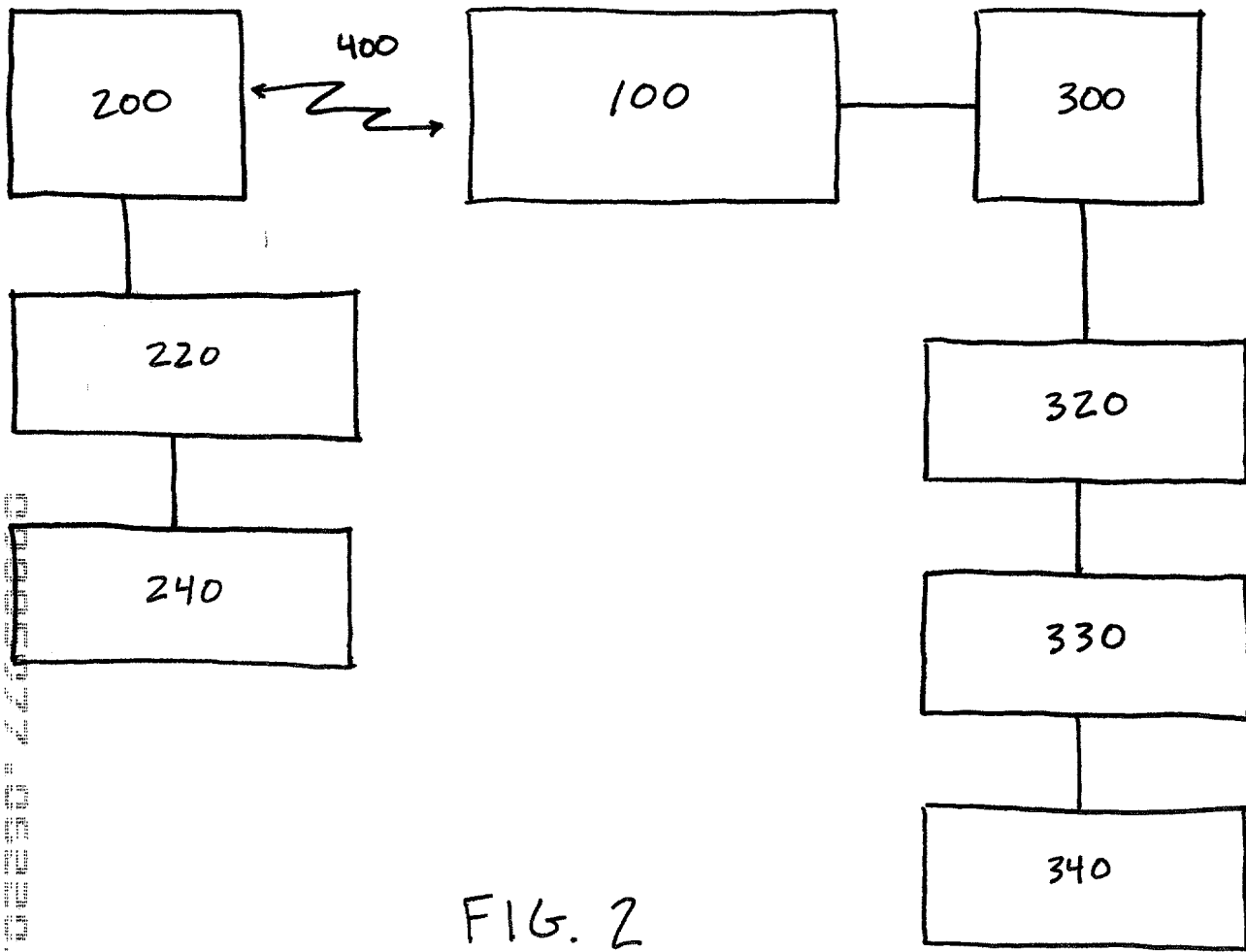


FIG. 2

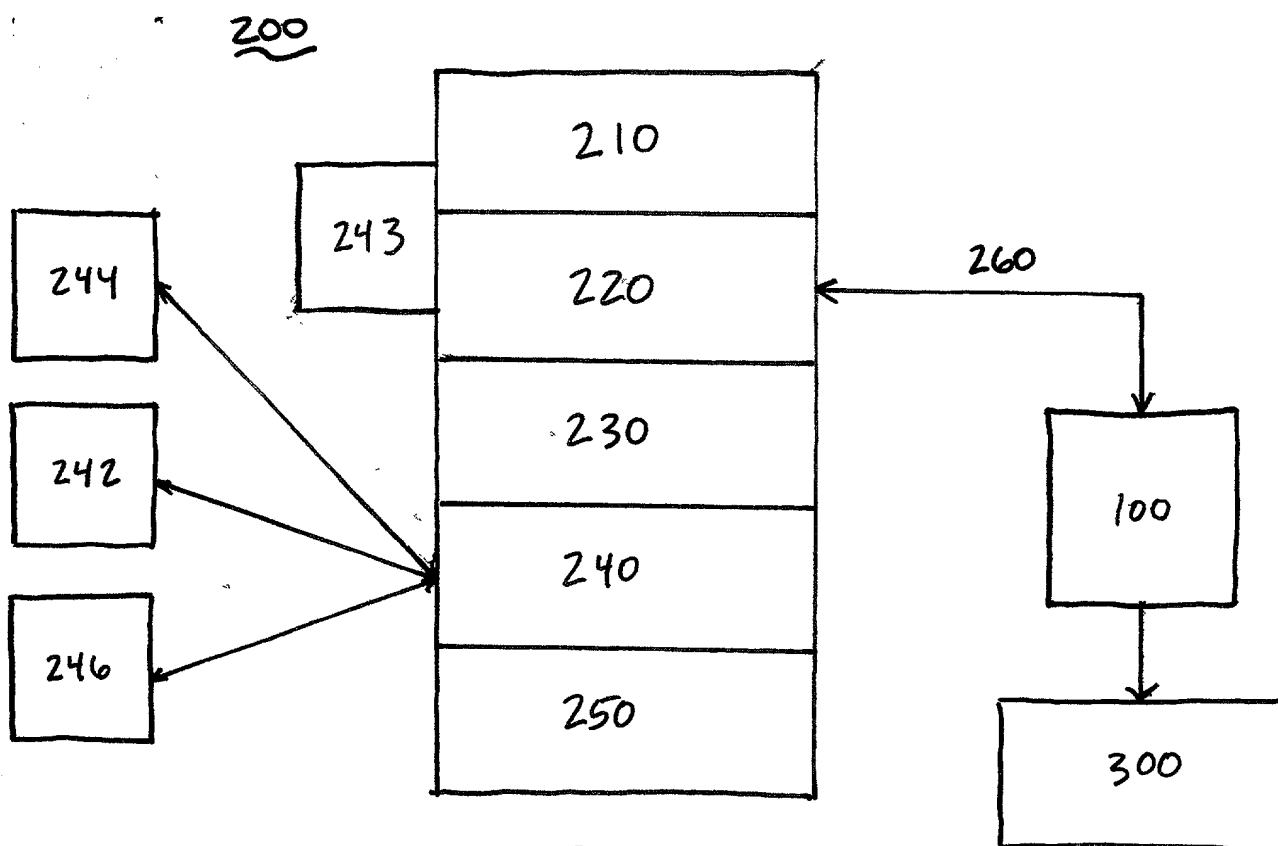
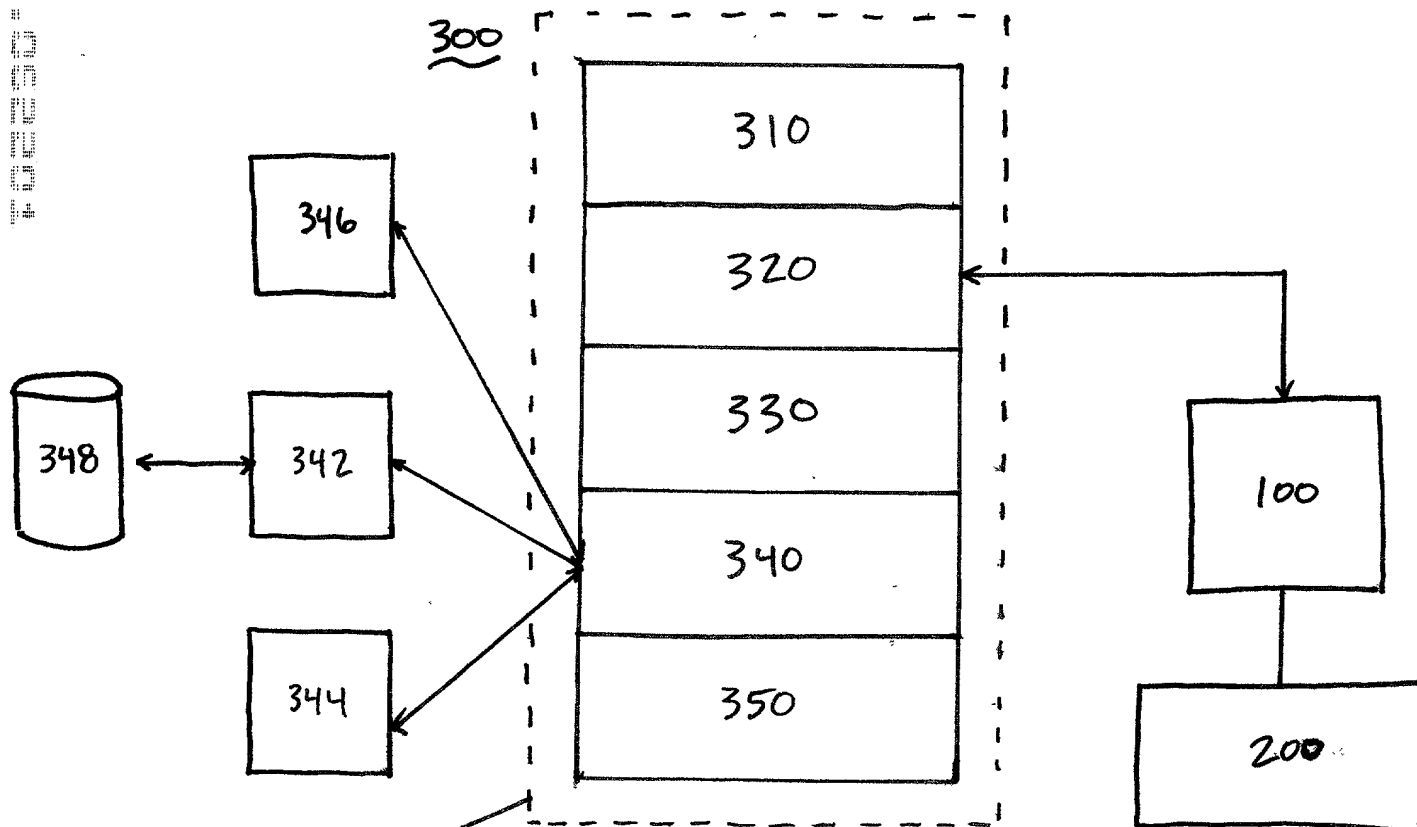


FIG. 3a



325

FIG. 3b

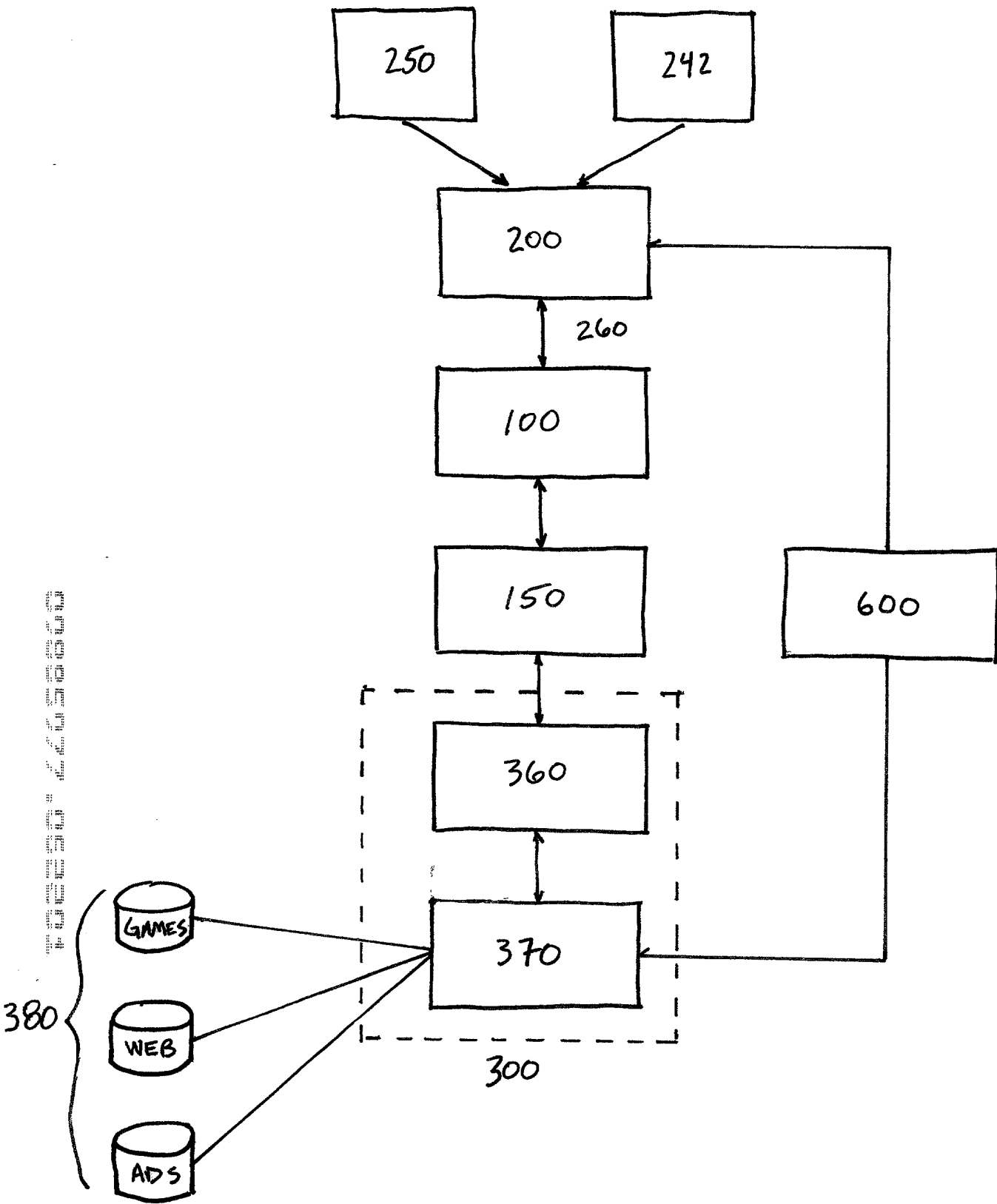


FIG. 4

300

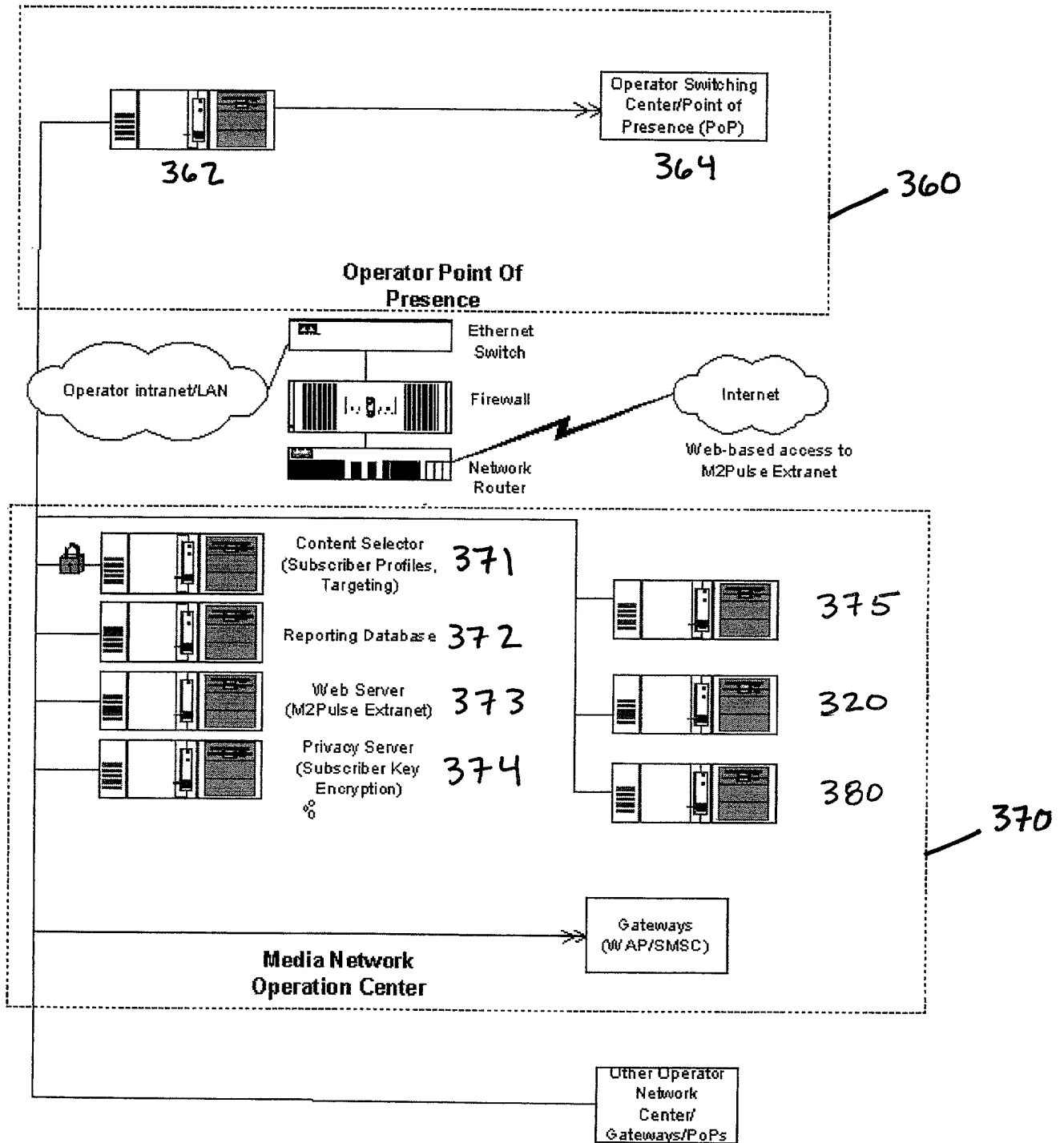


FIG. 5



Game State Packet Structure

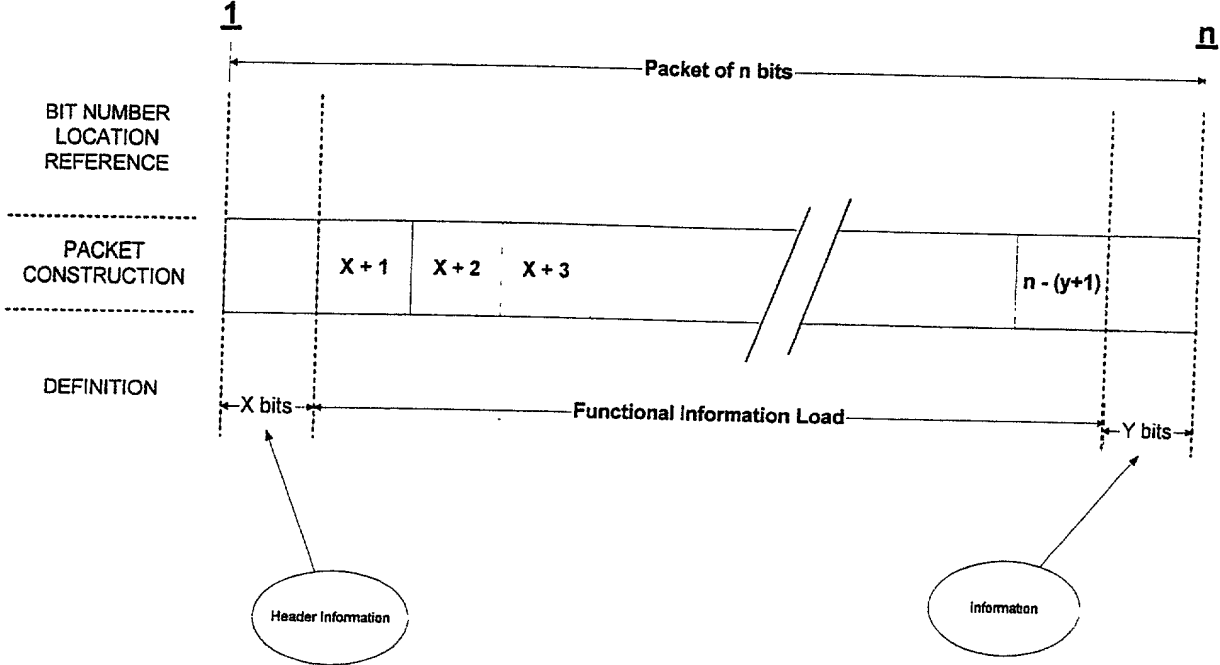


FIG. 7

<u>Bit Number Location</u>	<u>DoF Variable Library</u>	<u>Mapped Game Object Library</u>
<u>X - 1</u>		
<u>X - 2</u>	<u>DoF class A</u>	<u>A = object + A DoF 1</u>
<u>X - 3</u>		
::		
::	<u>DoF class B</u>	
::		
::		
::	<u>DoF class C</u>	
::		
::		
::	<u>DoF class D</u>	
::		
::		
::		
::		
::		
<u>N - (Y + 1)</u>	<u>DoF class Z</u>	<u>Z = object N DoF N</u>

FIG. 8



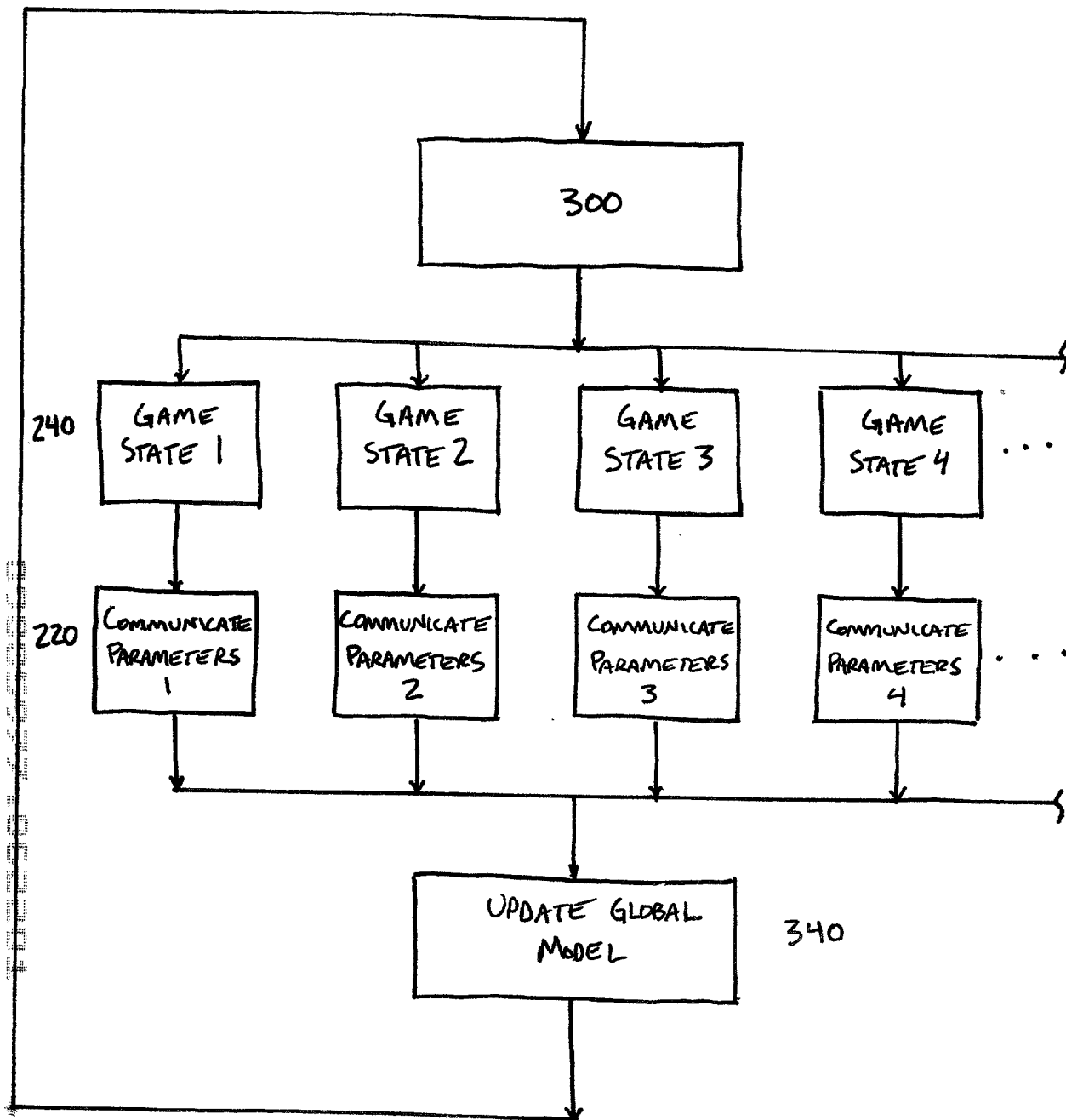


FIG. 9

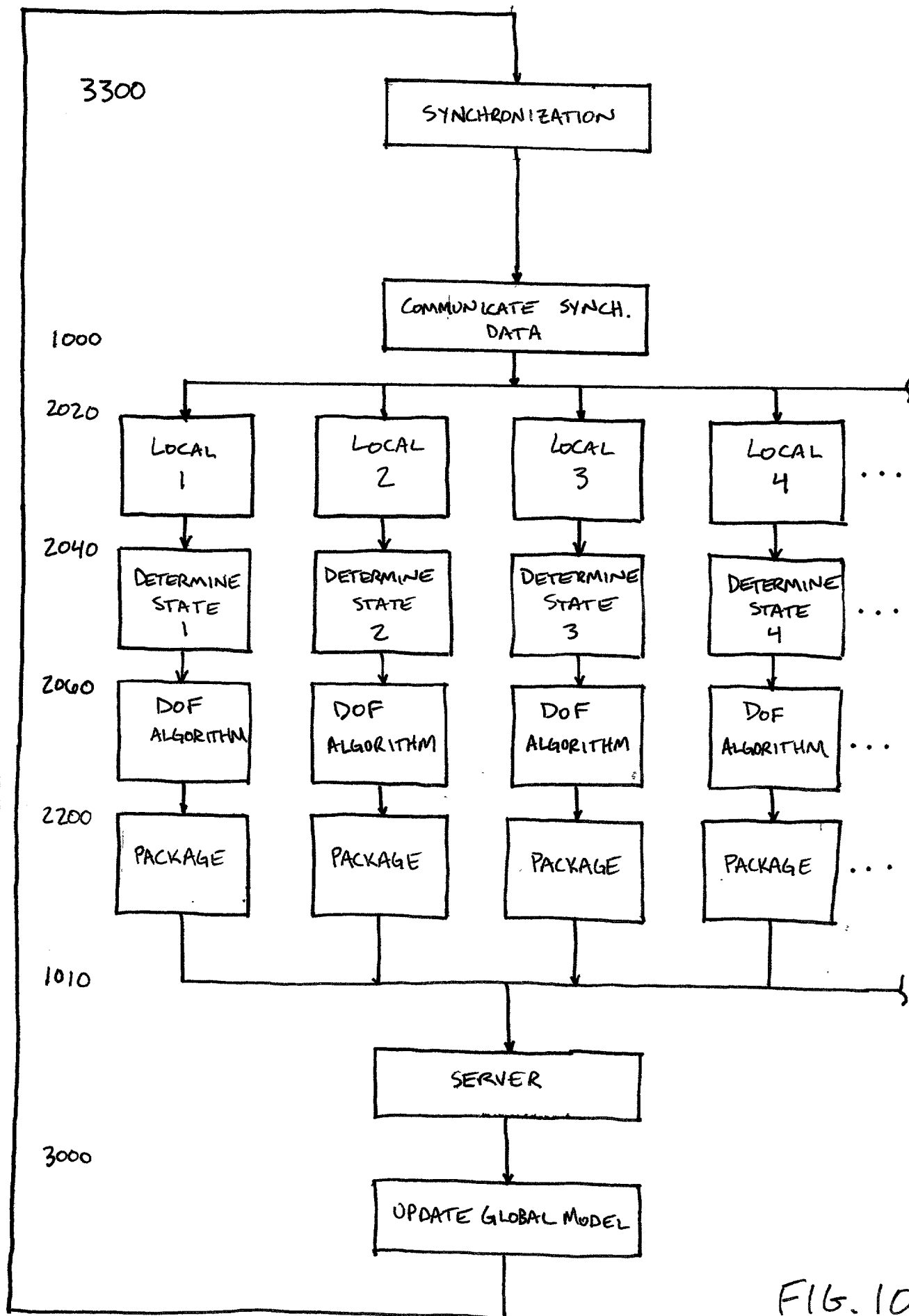


FIG. 10

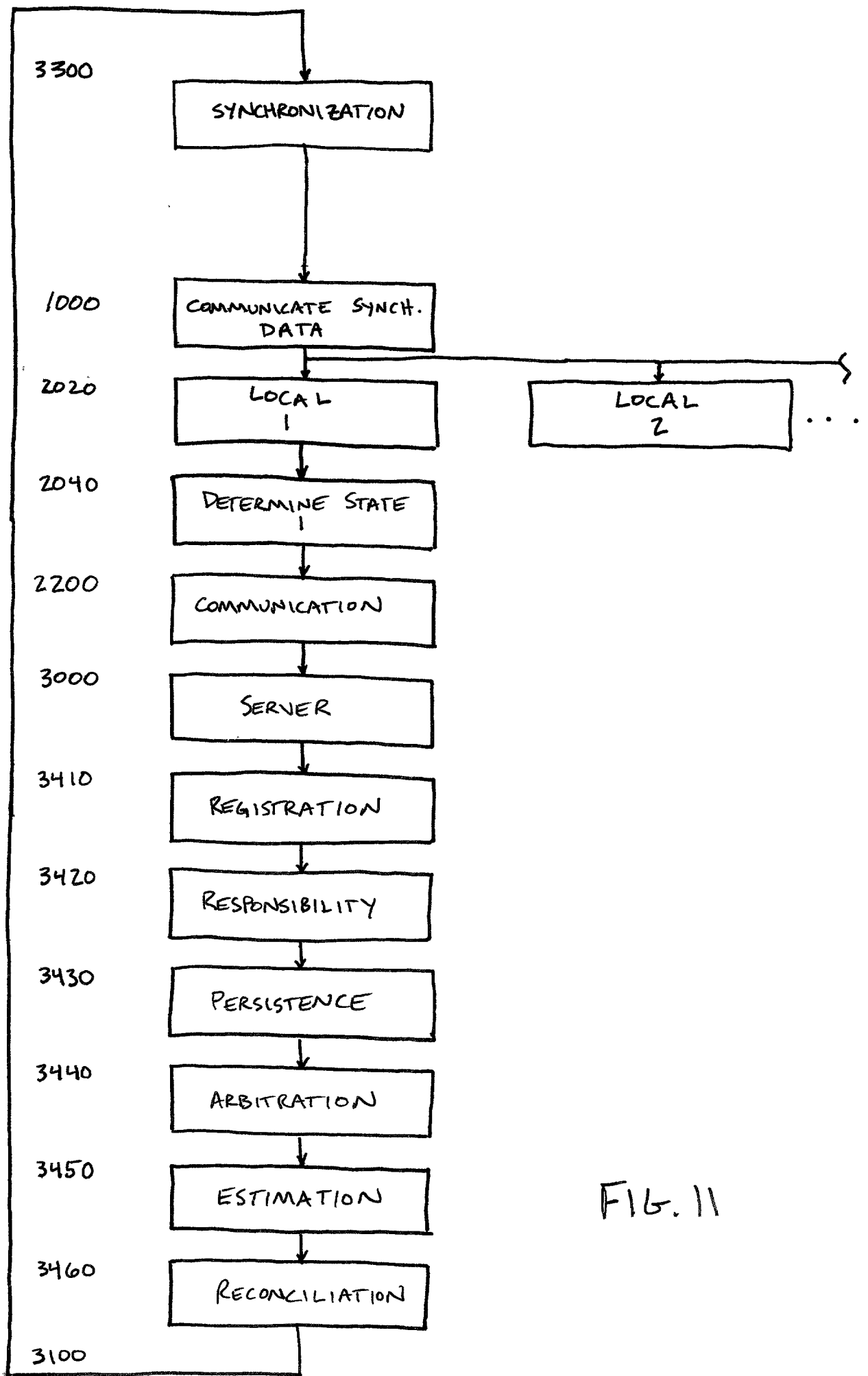
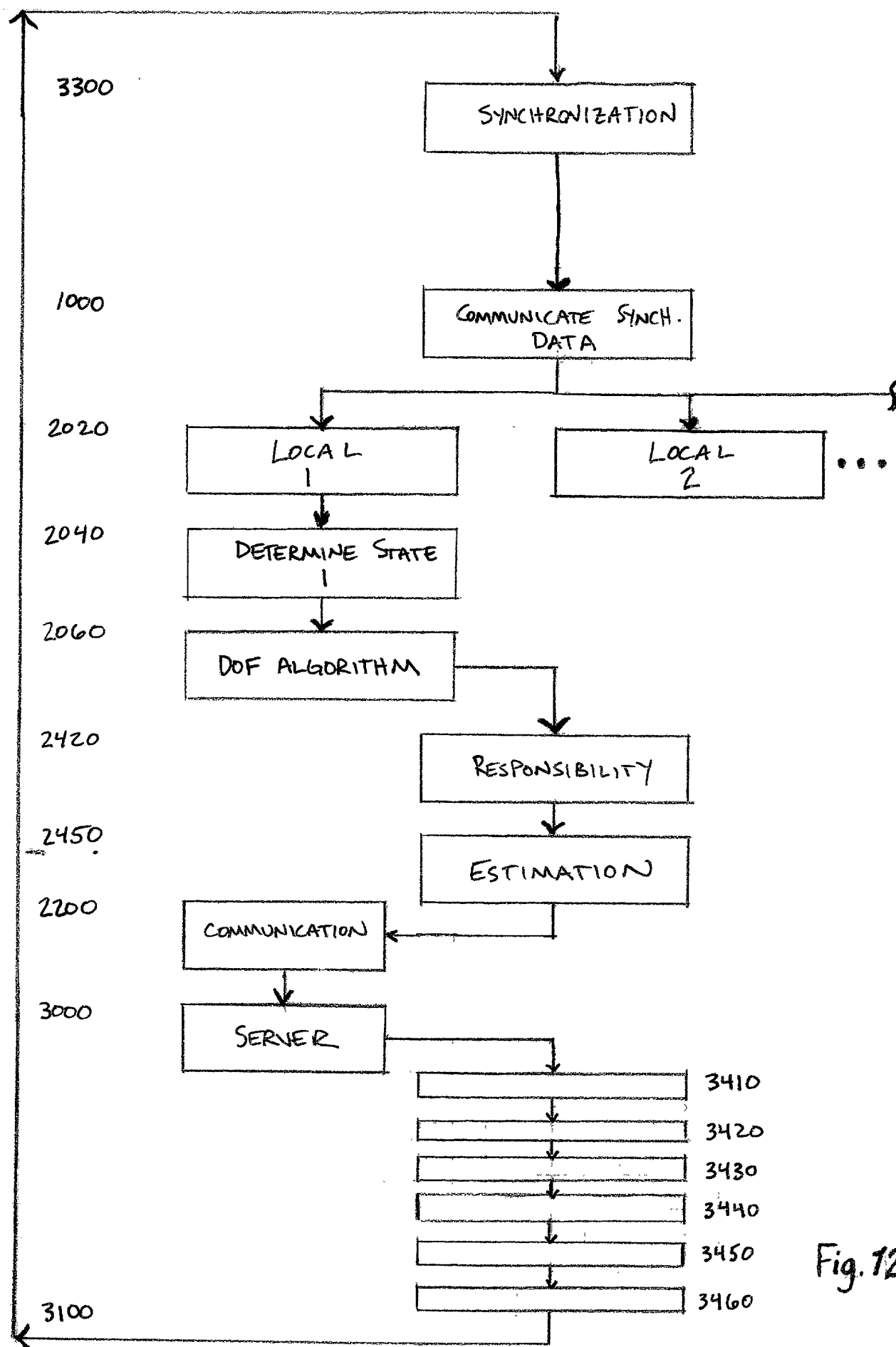


FIG. 11



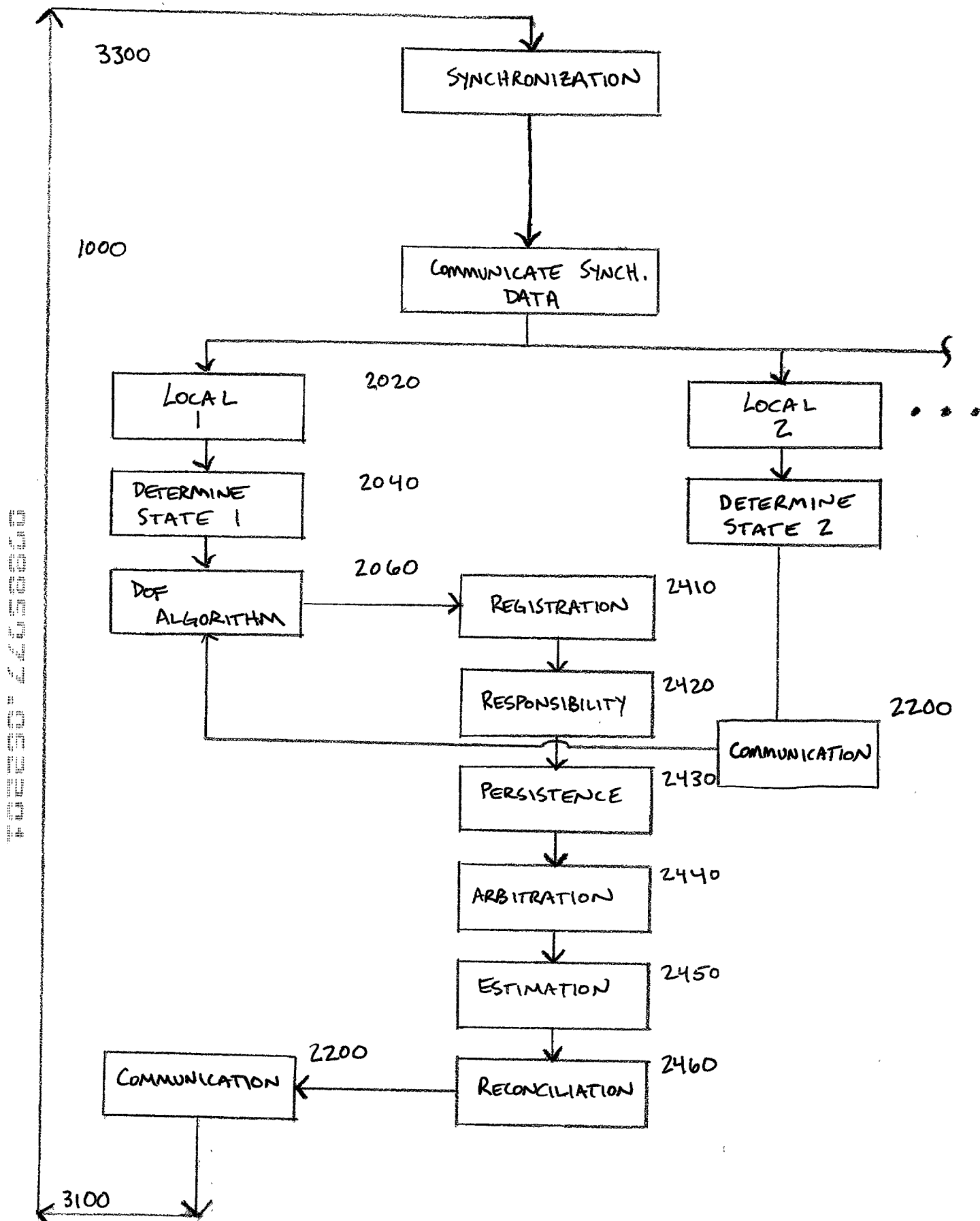
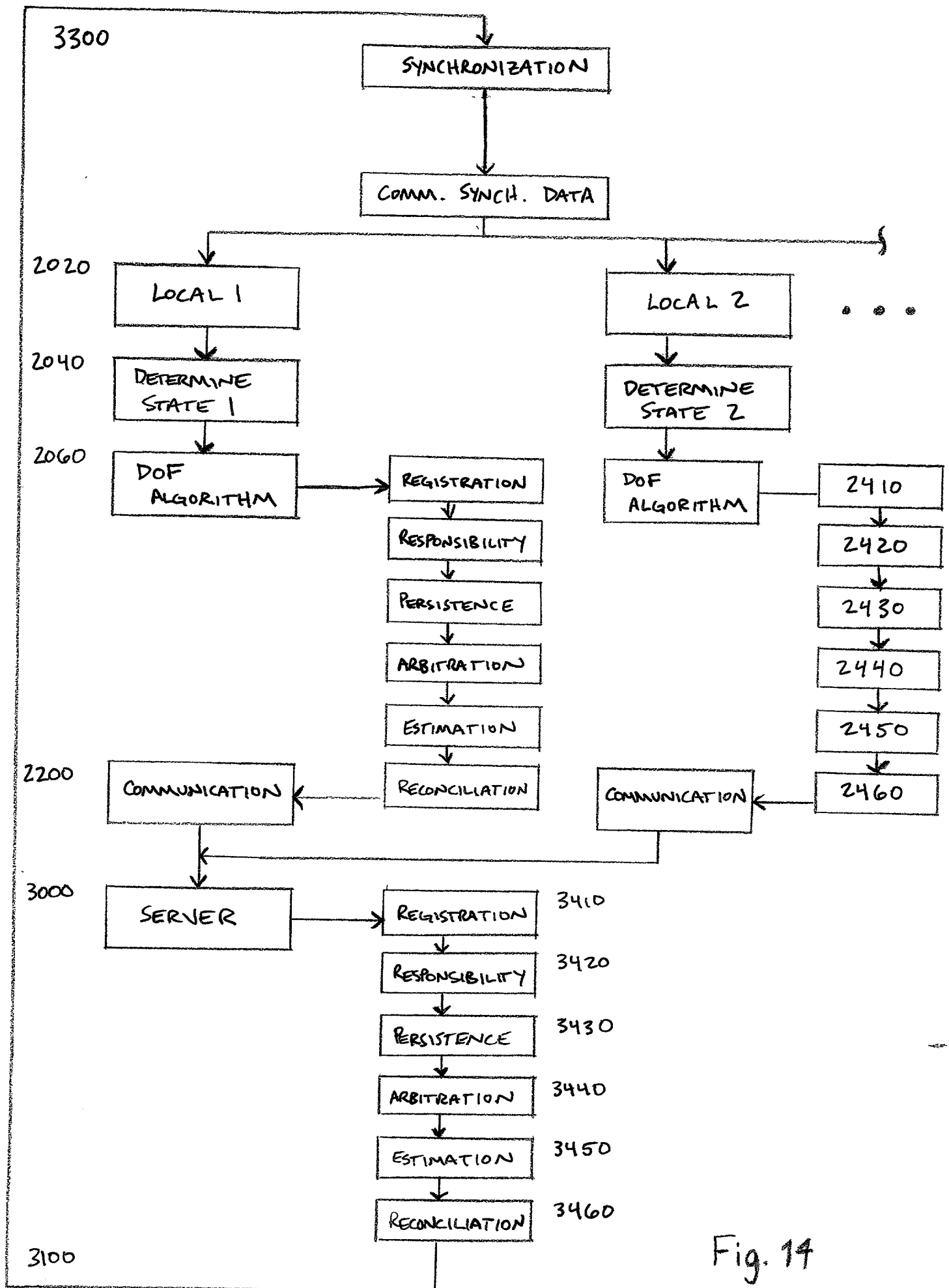


Fig. 13



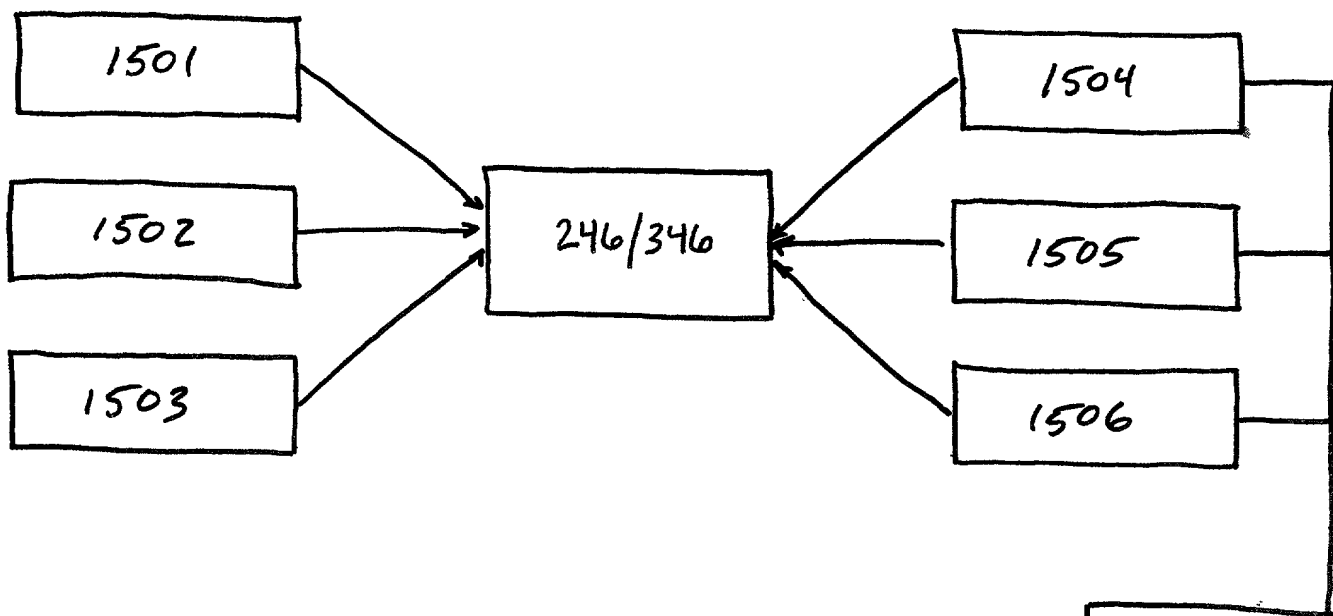


FIG. 15

